How To Play
Math Mileage™

For Commodore 64™

To Set Up Your Computer

1. Connect your computer and disk drive to a monitor or TV and plug a Joystick Controller firmly into Controller Port #1. *This is a one to four player game using the same Joystick.*

2. Insert the program disk into the disk drive and close the drive door.

3. Turn your monitor or TV on, adjust volume and turn your computer on.

4. Follow the instructions printed on disk label to load the program into your computer.

To Set Up Your Game

Players
Press **F3** until the desired number of players appears on the screen.

Skill Level
Press **F5** until the desired skill level number appears on the screen.

To Start Your Game

Press **F1** or the red button on your Joystick Controller. The race course screen will appear.

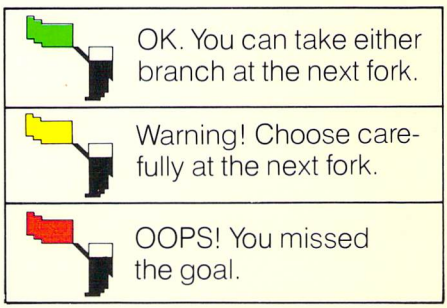
Object Of The Game

Get to the goal as fast as possible by taking the fewest forks.

Billboards

show how far you've gone.

Flagmen



*Press **F3** to stop any race.*

Driving

	Use your Joystick to drive and steer your formula race car.
	Push the Joystick forward to drive forward.
	Push the Joystick to the right to steer right.
	Push the Joystick to the left to steer left.
	Release the Joystick to stop your car.
	You cannot drive backwards.

Scoring

+20	You score 20 if you get to the Finish Line.
+30	Plus 30 if your time was the fastest so far.
+50	Plus 50 if you used the fewest forks so far.
+100	Plus 100 if you used the fewest possible forks.*
×2	All point values are DOUBLED when you drive at night.

*As shown on the Recap Screen.

After completing a race for the first time, press **F5** at the Recap Screen to drive the same route again, but at night.

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